

Player Emulator (with Tags)

Give each Player a name.

Select an Agenda for each Player or roll one on the Player Move Chart.

Assign each Player 1d6/2 Personality Tags (rounded up) and two Focus Tags.

Create a character for each Player.

At the start of each session, roll up to three Seeds, but only keep three total.

Playing the Game

Make inconsequential choices by fiat, Agenda, or Tags. Ask the Oracle if you need details.

When a PC is faced with a risky decision, roll on the Player Moves chart.

When you roll on the Player Move Chart, move the result one step towards the Player's nearest Agenda entry. If it's a tie, you pick the direction.

If a Player can act to satisfy a Focus tag with no or minor risk, he does; don't roll. If there's obvious risk, ask the Oracle.

Whenever you'd roll an Oracle or Player Move, you can instead interpret a Seed as the answer or Move. Cross it off when you use it.

If a Personality Tag applies to a situation, roll twice on the Move chart and keep the one you like best. Check off the Tag when you use it; Tags are restored at the end of the session.

Agendas

[True Face] Loves secrets and dramatic reveals; good or bad, himself or someone else.

[Inept] Chaotic, bored, and not paying attention. Will try to assassinate anyone who might have good loot or for laughs.

[Flashback] All about backstory and character development, but focused on her own character and pet NPCs.

[Ignoble] Cares about keeping his character intact and about amassing something of value – name it.

[Weak] Craves new experiences, escapism. Not chaotic but doesn't think about her allies before acting on temptation.

[Focused] Wants to play the game he signed up for, do what's on his character sheet, and avoid too much of any one game aspect.

[Skilled] Plays skilled or flexible characters; wants to show that off. Motto: "if all you've got is a hammer, everything looks like a nail".

[Noble] Wants to do the right thing and sacrifice herself for the greater good, preferably while being recognized and suffering for it.

[On Point] Brings his best game. Always pushes the story and adventure towards a dramatic and satisfying conclusion.

2d6 Oracle

10+ You get what you want.

7-9 As 10+. If a 6 shows, trigger intraparty conflict as if a 6-, otherwise, roll a PC Move, NPC Move, or GM Move.

6- You don't get what you want. Trigger a minor Intraparty Conflict; determine two or more potential Player actions and interpret them in opposition.

Tags

Replace one Focus Tag at the beginning of each session and keep the other.

Add a Personality Tag when the Player does something interesting or unexpected.

Each session, roll a d6 for each player. On a 6, assign a Meta Tag. Meta Tags expire at the end of the session.

If a Player rolls their Agenda exactly, roll up an Event starring them.

Swap out Tags as events demand.

FOCUS TAGS

	1	2	3	4	5	6
1-2	Fame	Wealth	Knowledge	Magic	Do Good	Mayhem
3-4	Backstory	Romance	Sex	Explore	Conflict	Prove Self
5-6	Rivalry	Item	Dominate	Crush Foe	Uplift Ally	Infamy

PERSONALITY TAGS (3-)

1	Chatty	Ruthless	Casual	Cheerful	Indecisive	Assertive
2	Asocial	Blunt	Timid	Rigid	Invested	Argumentative
3	Gambler	Greedy	Turtle	Methodical	Whimsical	Mercurial
4	Needy	Asexual	Curious	Bully	Lecherous	Peacemaker
5	Smart	Clumsy	Flaky	Restless	Flamboyant	Charismatic
6	Creative	Dramatic	Thespian	Trouble	Leader	Forgetful

PLAYER MOVES

2	True Face	PC acts out of character in a negative way; a secret revealed.
3	Inept	Draw a new Seed and interpret it negatively as the PC's action.
4	Flashback	Something from the PC's backstory negatively influences their action.
5	Ignoble	PC indulges or expresses a vice or ignoble facet of their character.
6	Weak	PC takes the easiest and safest possible option for them.
7	Focused	PC acts in accordance with their current desire or to preserve their well-being.
8	Skilled	PC uses an aspect they're comfortable with (a skill, profession, tactic, or similar).
9	Noble	PC expresses a noble facet of their character.
10	Flashback	Something from the PC's backstory positively influences their action.
11	On Point	Draw a new Seed. Play any Seed; interpret it positively as the PC's action.
12	True Face	PC acts out of character in a positive way; a secret revealed.

SEED A

	1-2	3-4	5-6
1-2	Seek	Fight	Question
3-4	Help	Hinder	Destroy
5-6	Change	Stop	Pursue

SEED B

	1-2	3-4	5-6
1-2	Key	Danger	Darkness
3-4	Emotion	Reward	Passion
5-6	History	Person	Goal

Evolution

When a Player achieves a goal that satisfies one of their Focus Tags, they gain 1 Satisfaction Point (SP).

Spend 1 SP for a minor (+1) bonus to any roll.

Spend 3 SP to answer an Oracle the way you want to or choose a Move roll's result.

Spend 5 SP to choose a new Agenda.

You can also treat Player and PC as one unit; keep Agenda and Meta Tags separate but mix Personality Tags.

CONFLICT		CAUSE		STAKES	
1	combat	1	methods	1	score points
2	argument	2	resentment	2	first blood
3	mutiny	3	romance	3	humiliation
4	theft	4	wealth	4	submission
5	challenge	5	principle	5	domination
6	social	6	mistake	6	death or worse

META TAGS			
3-	1	Phone	if the Move dice match, the result is "Inept"
	2	Long Day	minor penalty (-1) to all rolls
	3	Tired	-1 to all Move and Oracle rolls
	4	Grumpy	adjust all Move rolls one step lower
	5	Unlucky	-1 to all Oracle rolls that affect her directly
	6	Vendetta	if Move dice match, a minor Intraparty Conflict, two 1s, major.
4+	1	Engaged	adjust all Move rolls one step higher
	2	Invested	if the Move dice match, you pick the result
	3	Late	under direct GM control until any two dice on a roll match
	4	Lucky	+1 to all Oracle rolls that affect him directly
	5	Synced	pick another Player; move rolls towards that Player's Agenda
	6	In Zone	if Move dice match, the result is "On Point"

REACTION: HOSTILE (1)		NEUTRAL (2-5)		FRIENDLY (6+)	
1	sass	1	expectation	1	respect
2	threats	2	interest	2	fascination
3	belligerence	3	disdain	3	peaceful
4	fear	4	inquisitive	4	curious
5	disgust	5	calculating	5	admiration
6	rage	6	confusion	6	glee

MORE PERSONALITY TAGS (4+)					
1	Demanding	2	Stubborn	3	Dedicated
2	Kind	2	Romantic	4	Vengeful
3	Sensible	3	Free	5	Determined
4	Hoarder	4	Flighty	6	Arrogant
5	Spender	5	Fighters		Avaricious
6	Attentive	6	Depressed		Manic
	Empathetic		Eidetic		Careless
			Inattentive		Careful
			Louche		Amoral
			Daredevil		

TONE					
1-2	3-	4+	3-	4+	3-
3-4	cold	hot	brooding	aggressive	cautious
5-6	sad	joyful	serious	jolly	bold
	grim	manic	caustic	genuine	light
				deceitful	true

ENCOUNTER (3-)		ENCOUNTER (4+)	
1	bandits; they look worried	1	something is missing
2	a noble, humbled, asks for aid	2	the sky looks strange
3	a lost child amid wolves	3	temptation out of the blue
4	huddled, grieving refugees	4	hunger encircles you
5	a light, just up ahead	5	a hunter, at loose ends
6	an unexpected note	6	a royal in disguise, ambushed

ACTIONS				THEME		DANGER	
1	exclude	resist	demand	1	strange	1	violence
2	hide	pursue	challenge	2	brutal	2	cessation
3	obsess	endure	attack	3	whimsical	3	surrender
4	face	veil	betray	4	sorrowful	4	loss
5	deny	deceive	reveal	5	double-edged	5	emotion
6	enjoy	flee	crush	6	hostile	6	end

KEY THEMES FOR SETTING SCENES						
1	capture	revenge	water	want	envy	self-interest
2	ice	hatred	jealousy	love	hope	despair
3	rage	fire	fear	time	history	dominance
4	attack	defense	magic	resist	pain	malice
5	scheme	honor	duty	betrayal	mistake	obsession
6	debt	vice	future	power	desire	machinery

EVENT				ACTOR		TARGET	
	1-2	3-4	5-6			1	Player
1	justice	ambush	trap	1	healer	2	party
2	betrayal	pride	challenge	2	peasant	3	ally
3	speech	brawl	declare	3	bandit	4	gear
4	bathe	respite	trade	4	trader	5	asset
5	meal	battle	accident	5	wizard	6	ideal
6	choice	puzzle	call out	6	leader		

CREDITS		METAPHORS		GM MOVES	
<i>katamoiran rpgs</i> OMGAM		1	vampire	1	expose a weakness
Inspired by CRGE, BOLD,		2	werewolf	2	reveal a danger
Perilous Intersections,		3	dragon	3	tempt a reaction
& Apocalypse World.		4	phoenix	4	introduce npc
Last updated September 5, 2017.		5	fae	5	take it away
		6	horde	6	inflict harm

RECIPES	
Job = Personality Tag + Actor + Action <i>against</i> a Personality Tag + Actor	
Attitude = Tone + Reaction Major Intraparty Conflict = Conflict + Cause + Stakes	
Set Scene = Key Theme x3 + Conflict <i>or</i> Event Encounter = Encounter + Theme + Danger	